

Game Manual

STEVE MERETZKY'S

SPELLCASTING 301

SPRING BREAKTM



What Is A LEGEND Adventure Game?

In an adventure game from Legend, you become the main character in an evolving story that takes place in a world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

Like a book or a movie, the story unfolds as you travel from location to location, encountering situations which require action on your part. You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. You will get points as you solve puzzles, and your score will help you monitor your progress.

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What is A Legend Adventure Game?

In an adventure game, you are the hero. You are in a world that looks like a real world, but it's not. It's a world of fantasy, magic, and danger. You are the hero, and you are the only one who can save the world. You are the only one who can save the world.

Like a book or a movie, the story unfolds as you read the text or watch the action. You are the hero, and you are the only one who can save the world. You are the only one who can save the world.

Through the game, the story unfolds as you read the text or watch the action. You are the hero, and you are the only one who can save the world. You are the only one who can save the world.

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Even if you are an experienced adventure game player who thinks that instruction manuals are best used as confetti at sporting events, you should still read the sections with names in **bold** for valuable information about this game.

Introduction To SPELLCASTING 301: SPRING BREAK

Welcome to Peloria, a world much like our own, except that magic is as commonplace there as fast food outlets are here.

You need not have played the first two Spellcasting games to enjoy *SPELLCASTING 301: SPRING BREAK*. However, for the interest of players who (for unfathomable reasons) never played 101 or 201, or to refresh the memories of those who DID play 101 and 201, here's a recap of the first two games.

In *SPELLCASTING 101: SORCERERS GET ALL THE GIRLS*, we meet Ernie Eaglebeak, who wishes to enroll in Sorcerer University to gain fame and wealth and (most importantly) the attentions of his beautiful but aloof neighbor, Lola Tigerbelly. However, Ernie's abusive, drunken stepfather has other ideas, and he has indentured Ernie to clean dragon stables for seven long, smelly years.

Ernie escapes, registers at Sorcerer U, and is soon attending Spellcasting classes by day and wild parties by night. Ernie even has a romantic interlude with Hillary Tickinglock, the very young and very naughty wife of Otto Tickinglock, the doddering Housemaster of SU's freshman dorm.

Three weeks into the term, SU is sacked by thugs. Ernie wakes to find that the faculty and student body have been kidnapped or have fled, and that the mysteriously powerful Sorcerer's Appliance has been stolen. In the wrong hands, the Appliance could be a deadly weapon!

Using the magical Surfboard of Spittul, Ernie crosses the great Fizzbottle Ocean, hot on the trail of the villain who engineered the sacking of SU. His journey takes him to The Island Where Time Runs Backwards, The Island of the Gods, the Island of the Amazons (where Ernie is trapped in a supply and demand dilemma), the Restaurant at the End of the Ocean, and the Island of Lost Soles (where all 80 inhabitants have been enchanted due to an unpaid cobbler bill).

Finally, Ernie defeats the dreaded Lok Pik Monster and reaches Fort Blackwand. In the tower, he discovers a prisoner — his heartthrob, Lola Tigerbelly! He unchains her and then meets the mastermind who stole the Appliance — Ernie's stepfather, Joey Rottenwood!

It turns out that Joey once attended SU, but was expelled for cheating, and has been plotting his revenge ever since. He plans to use the power of the Appliance to destroy SU! Ernie thwarts his plan and saves SU, but Joey escapes and Lola spurns Ernie's advances in favor of a shopping spree.

In *SPELLCASTING 201: THE SORCERER'S APPLIANCE*, Ernie begins his sophomore year by pledging a fraternity, Hu Delta Phart. Initiation Week brings a series of difficult and humiliating hazing tasks. Even worse, HDP's Pledgemaster, Chris Cowpatty, takes a serious dislike to Ernie and gives him ridiculously impossible assignments — tasks like bringing a twenty-ton elevephant to the President's House, and mooning the Queen during her weekly parade.

On top of that, Ernie is summoned by Otto Tickingclock, now the President of SU, and given the task of learning the secrets of the Sorcerer's Appliance to safeguard it against falling into the wrong hands again. As Initiation Week wears on, Ernie discovers startling new powers of the Appliance: the ability to create plant life... to create animal life... to create the perfect woman...

In the meantime, Otto passes away, and a nasty battle rages to succeed him as SU President. One of the leading candidates is a recent addition to the faculty, surly Professor Hiddenmolar. One by one, the other candidates have "accidents" that remove them from consideration by the Trustees.

Then, just as Ernie discovers the Appliance's ultimate power, Hiddenmolar bursts into the Lab and holds him at gunpoint. He reveals himself to be that evil master of disguise, Joey Rottenwood! His plan: to use the Appliance to ensure his appointment as SU President, and then oversee the destruction of the school! He locks Ernie in the Lab and leaves to claim his prize.

Ernie uses the ultimate power of the Appliance to bring Otto back from the dead, and they arrive at the Trustees Meeting Room just in time to foil Joey's scheme! Once again, Ernie is a campus hero, but once again, Joey escapes the clutches of justice.

And now, welcome to *SPELLCASTING 301: SPRING BREAK*. It is well into Ernie's junior year. In his position as Carpetmaster, Ernie will be flying his brothers to Fort Naughtytail for a week of wild partying and fun in the sun! Come and join Hu Delta Phart as they go head to head with a rival fraternity from the St. Weinersburg Academy of Magic in a series of riotous Spring Break contests!

Quick Start: Installation

If you are new to DOS and game playing on the PC, then skip this page (and the next one) and move to the section entitled *Installation and Start-up*. If you are an experienced gamer using a hard disk and if you are wise in the ways of DOS, hard disks, and music cards, then these "Quick Start" sections will get you up and running in no time. To install the game on your hard drive, do the following:

1. Make backup copies of the disks.
2. Make sure you have at least 6,500,000 bytes of free space on your hard drive.
3. Insert Disk #1 from your *SPELLCASTING 301: SPRING BREAK* package in a floppy drive, log on to that drive by typing **A:** or **B:**. Then type **INSTALL** to start the installation program and follow the directions on the screen.
4. If you have a mouse, be sure you have loaded the mouse driver.
5. The installation program will create a batch file named **LEGEND.BAT**. To start the game, type **LEGEND**.

If the above makes no sense to you, or if it doesn't work, or if you just like to read manuals, then turn to the *Installation and Start-up* section starting on Page 8 for detailed installation and start-up instructions.

In addition to this manual, your game package should contain the following elements:

SET OF FOUR DISKS

Either 3 1/2" or 5 1/4" disks

INSERT SHEET

Room Confirmation notice from the Royal Festa Hotel and operating instructions for the Magic Carpet

WARRANTY CARD

Quick Start: Playing The Game

Like other Legend adventure game products, *SPELLCASTING 301: SPRING BREAK* features a very flexible game interface that you can customize. You can use the mouse to interact with the picture, build game commands, and customize the game interface (using the buttons in the upper left hand corner of the screen). You can also enter game commands by typing them in at the command line. You are in control and can decide what works best for you.

Using the mouse you can:

1. Move from place to place by clicking on the compass rose.
2. Single-click on an object in a picture to look at it and double-click on an object to take it, open or close it, etc.
3. Select a verb from the verb menu and then click on an object in a picture to apply the verb to it.
4. Build complex commands quickly from the verb, object, and preposition menus. (Single-click selects the word, double-click finishes the command.)

You can start typing at any point, and the words you type will appear on the command line. You will be entering game commands, combinations of words that tell the main character in the game what to do at each turn (e.g. **EXAMINE THE SPELL BOOK, TAKE THE SPELL BOOK, PUT SUNTAN OIL ON RALPH, ASK MOE ABOUT HIMSELF**, etc.) Press the <ENTER> key to execute the command.

If you do not have a mouse, you can simulate one by pressing <TAB>. This puts a cursor on the screen which you can move around using the arrow keys. "Click" by pressing <ENTER> and "double-click" by pressing <SHIFT> <ENTER>.

Again, if you do not have a mouse, there is yet another fast way to build commands using the keyboard. Press <TAB> again to begin using this feature. Then use the arrow keys to move the highlight bar back and forth between the menus, press the space bar to select a word, and press <ENTER> to execute your command.

Installation And Start-Up

INSTALLATION

You will need approximately 6,500,000 bytes of free space to install *SPELLCASTING 301: SPRING BREAK* onto your hard disk. The game must be installed using the following procedures for you to properly hear all of the sound effects when you play the game. To proceed with the installation:

1. Put Disk #1 from your game package in a floppy drive.
2. Type the letter of the floppy drive followed by a colon and press **<ENTER>**. For instance, if you put Disk #1 in Drive A, you would type **A: <ENTER>**. Then type **INSTALL<ENTER>**.
3. Follow the instructions presented by the installation program. When installation is complete, you may start the game using the instructions in the Start-up section that follows.

START-UP

To start an installed copy of *SPELLCASTING : 301 SPRING BREAK*, follow the instructions in the *Installation* section above and then:

1. Change to the directory in which the game was installed (The default directory that the installation program puts *SPELLCASTING 301: SPRING BREAK* in is **\S301**) For example, if you installed *SPELLCASTING 301: SPRING BREAK* in **D:\GAMES\LEGEND**, you would type: **D: <ENTER>** followed by **CD \GAMES \LEGEND <ENTER>**.
2. Start the game by typing **LEGEND <ENTER>**.
3. The installation program will create a batch file named **LEGEND.BAT**. You may decide instead to override these defaults by running the application directly by typing **S301** followed by one or several of the configuration options described in the section that follows.

For additional information concerning configuration options and defaults, refer to the *Configuration Options* and *Music and Sound* sections.

Configuration Options

If you wish to override any of the defaults for the game configuration, you may type one or more of the following options, separated by spaces, after typing **S301** on the MS-DOS command line:

EGA	Makes the game display EGA graphics
VGA	Makes the game display VGA graphics.
SVGA	Makes the game display Super VGA graphics.
XMOUSE	Overrides the default Microsoft mouse driver. Use when you have a mouse that is not Microsoft compatible.
ADLIB	Causes music or RealSound sound effects to be played through an AdLib Music Synthesizer Card, if present.
BLASTER	Causes music and RealSound sound effects to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: S301 BLASTER <irq number> <i/o address> .
MT32	Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI sound module by typing: S301 MT32 <irq number> <i/o address> .
NOCYCLE	Disables color cycling animation for computers with EGA and VGA adapters and color monitors.
REAL	Disables AdLib, Sound Blaster, and Roland music and plays RealSound sound effects through the PC's internal speaker.
NOREAL	Disables RealSound sound effects.

So, for example, if you have a VGA graphics adapter, a Sound Blaster sound board on IRQ 9, and you want to see EGA pictures and play RealSound sound effects through your sound card, you would type **S301 EGA BLASTER 9 <ENTER>** at the MS-DOS system prompt.

The XMOUSE parameter is used for mouse drivers that are not Microsoft compatible. If your mouse is not responding or the software is behaving erratically (e.g. the mouse cursor is "eating" the graphics), then you may want to start the game by typing **S301 XMOUSE** to override the default.

Refer to the next section, *Music And Sound*, for more information on music card and sound module configuration.

Music And Sound

SPELLCASTING 301: SPRING BREAK supports the following music and sound effect technologies:

- RealSound (TM)
- AdLib Music Synthesizer Card
- Creative Labs' Sound Blaster
- Roland MT-32 and compatible MIDI sound modules including Roland's MT-100, CM-32L, and LAPC-1

RealSound sound effects will be played through the PC's internal speaker if you do not have an AdLib or Sound Blaster card. See the *Installation* section for instructions for proper installation of the game.

If you have an AdLib card, you will not hear any sound effects while music is playing. If you have a Sound Blaster, you will hear sound effects and music simultaneously.

REALSOUND (TM)

RealSound is used throughout the game to play sound effects on the PC's internal speaker or an AdLib or Sound Blaster card, if present. No additional hardware or software is required for you to hear RealSound effects in *SPELLCASTING 301: SPRING BREAK*. If you do not have an AdLib card, Sound Blaster, or MIDI sound module, you will hear RealSound sound effects on your PC speaker.

RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, it is compatible with RealSound.

ROLAND MT-32, MT-100, CM-32L, AND LAPC-1 OWNERS

To use your MIDI sound module, make sure your equipment is configured as shown in the MIDI wiring diagram on the next page. If you have problems, check that the following steps have been taken to properly configure your equipment:

Note: LAPC-1 owners may ignore items 1, 2, and 3.

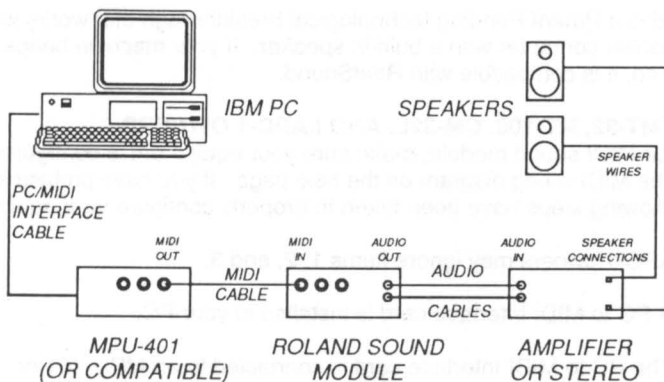
1. A PC to MIDI Interface card is installed in your PC.
2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.
4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.
5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

If you are having trouble getting your Roland sound module to operate, the difficulty can probably be traced to one of two sources:

First, you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this). Consult the manual that came with your MIDI interface.

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing:
S301 MT32 5 300.



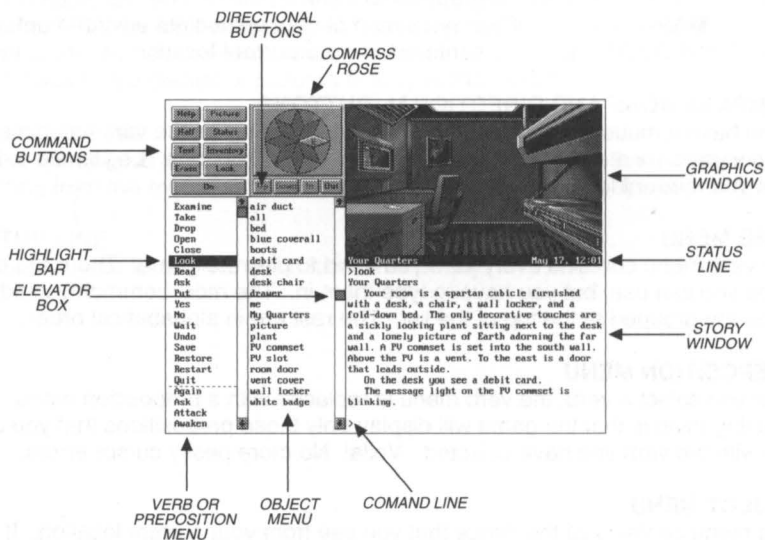
MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

Introduction To The Game Interface

To install and start up the game, see the *Installation and Start-up* section on Page 8 .

When the game begins, you will see the title screen, followed by the introduction sequence. You can hit **<ESC>** at any time to skip the introduction. The game will then ask you if you wish to restore to a previously saved position.

After the introduction sequence, the main interface screen will appear. While there are many alternate screen interfaces for various activities, you will spend the most time interacting with this screen. It looks like this:



GRAPHICS WINDOW

This window can contain one of the following:

- A picture of your location
- Your inventory (what you are wearing and carrying)
- Your status (score, number of turns taken, etc.)
- A verbal description of your surroundings
- A map

COMMAND BUTTONS

Many of these buttons have function key equivalents. See the information on function keys on Page 20 for more details.

HELP	Displays a help screen
HALF	Removes the menus, making more room for text
ERASE	Removes the last word from the command line
DO	Executes the command on the command line
PICTURE	Displays a picture in the graphics window
STATUS	Displays your score and status in the graphics window
INVENTORY	Displays your inventory in the graphics window
LOOK	Puts a verbal description of your surroundings in the graphics window
MAP	Displays a map of your immediate environment, centered on your current location

COMPASS ROSE AND DIRECTIONAL BUTTONS

If you have a mouse, you can move around by clicking on the various points of the compass rose and the **IN**, **OUT**, **UP**, and **DOWN** buttons. Legitimate exits from your current location are always highlighted.

VERB MENU

The verb menu contains every verb you need to play the game. There are other verbs you can use, but you have to type them in. The most commonly used verbs are grouped at the top of the list. The rest are in alphabetical order.

PREPOSITION MENU

After you select a verb, the verb menu is replaced with a preposition menu. The amazing thing is that the game will display only those prepositions that you can use with the verb you have selected. Voila! No more pesky cursor errors.

OBJECT MENU

This menu contains all the things that you see from your current location. If you want to refer to other objects in the game, you must type them in.

HIGHLIGHT BAR

This is a highlighted bar you can move up and down to select the next word you want to place on the command line.

ELEVATOR BOXES

Clicking on these boxes and dragging them down is a fast way to move through the menus. Clicking in the column above or below the box will cause rapid movement up or down the menu. Clicking on the arrows at the top or bottom of the column will move the highlight bar up or down one entry in the menu. Note that the elevator boxes are only displayed when there are too many words to display at once.

STORY WINDOW

This is the window where all the story's text appears. If the window fills with words and you see **"MORE"** at the bottom, press any key or click the mouse button and the rest of the message will appear. If you would like to expand the size of the window and you do not mind sacrificing the menus, press **<F3>** for a half-screen or **<F4>** for a full screen of text. If you would like to see the text displayed before the picture is updated, then type the command **TEXTFIRST**. To switch back to the default of pictures first, type **PICFIRST**.

COMMAND LINE

All your commands will appear on this line, whether you enter them by typing, selecting from the menu, or clicking on the compass rose or graphics window.

STATUS LINE

This shows your location and the local time of day.

Playing The Game With A Mouse

If you have a mouse, playing this game is simplicity itself. While you are using the main interface, you can do all of the following by pointing and clicking:

MOVE AROUND

from place to place by single-clicking on the compass rose or the directional buttons next to it. Legitimate exits from your current location are always highlighted. Double-clicking on an exit that is pictured in the graphics window will move you through that exit.

EXAMINE

objects by single-clicking on them in the graphics window. Take them by double-clicking.

GREET

characters you meet in the game by double-clicking on them in the graphics window.

CUSTOMIZE

the interface by clicking on the command buttons in the upper left hand corner of the screen.

You can build game commands using the menus on the left hand side of the screen or you can type them in. If you choose to type, you will see the words that you have typed appear on the command line in the story window on the screen. Press <ENTER> to execute a command. For more on how to build commands, read the next two paragraphs and refer to the sections entitled *Talking to the Game*, *Game Commands and their Abbreviations*, and the *Sample Transcript*.

At several points in the game you will find yourself interacting with different screen interfaces including a magic carpet control panel, and some wacky casino games. These screen interfaces are a snap to use with a mouse or keyboard. Simply point and click with the mouse or press the key for the number or the first letter of the word associated with the control you want to activate.

BUILDING COMMANDS WITH THE MENUS

A single-click on a word in the verb menu will place that word on the command line. The verb menu will then be replaced by a preposition menu that lists the prepositions you may use with the verb you have just selected. At this point you can select one of those prepositions, select a word from the object menu, or execute your command by clicking on the **DO** button.

Naturally, we have built in some short-cuts. If you know prior to clicking on a word that it will be the last word in your command, you can double-click on it and your command will be executed. Or, if you've already clicked on the last word in your command and you do not want to move the mouse up to the **DO** button, just double-click on the last word and the command will be executed. Another short-cut is to select a verb from the menu and then single-click on an object in the picture in the graphics window.

FINDING WORDS QUICKLY

Because the menus sometimes contain many words, we have also included a few short-cuts for getting to words that are not currently displayed on the menu. You can click in the grey area to the right of each menu to rapidly move up or down in that menu. (If there is no grey area, the entire menu is visible.) You can click on the elevator box in the column to the right of each menu and drag the box down while holding down the mouse button.

An even faster method is to hold down the **<SHIFT>** key on the keyboard and then press the first letter of the word you want. The highlight bar will then jump to the first word starting with that letter. You can also use the **<HOME>** and **<END>** keys on the keyboard to jump to the top or the bottom of the list, or the **<PGDN>** and **<PGUP>** keys to move quickly up or down the list.

NOTES

To remove the last word from the command line, click on **ERASE**.

Double-clicking on an object in the graphics window is intended to "do the obvious thing" with that object. For example, climb stairs, eat food, turn off lamp, etc.

If you are using the mouse and you want to type, go ahead. However, once you have begun typing on the command line, you cannot go back to using the mouse until that command has been executed or erased.

If you select a noun as the first word in your sentence, the game assumes you are trying to speak to that person or thing, and therefore it adds a comma after the word. (For example, **SAILOR, GIVE ME THE ROPE.**)

If your mouse is not responding or is destroying the picture, then the mouse driver is probably not Microsoft compatible. Try returning to DOS and starting the game by typing **S301 XMOUSE.**

If you definitely do not want to use the menus, press **<F3>** and they will go away, creating more room for text. If you want to return to the golden years of adventuring, press **<F4>** for the all-text look.

Playing Without A Mouse

EMULATING THE MOUSE

If you do not have a mouse, there are still quick and easy ways to build commands from the menus on the main interface without typing. First press the **<TAB>** key. When you do so, a mouse cursor will appear on your screen. You can move this cursor around by using the arrow keys on your keyboard. Then you can "click" by hitting **<ENTER>**, and "double-click" by hitting **<SHIFT> <ENTER>**. This will let you do all the things mentioned in the previous section, *Playing the Game With a Mouse*.

USING THE MENUS

If you do not want to use the method outlined above, pressing the **<TAB>** key again will give you yet another alternative. This puts a highlight bar over the first word in the verb menu. You can move this bar back and forth between menus (and up and down within one) by using the arrow keys on your keyboard. Once you have highlighted the word you wish to select, hitting the space bar will place that word on the command line. After you have finished building your command, hitting **<ENTER>** will execute it.

ALTERNATE SCREEN INTERFACES

You will encounter a number of screen interfaces during game play. While these interfaces are graphical in nature, they are easy to use with keyboard commands. If you look at each of the pictures, you will see that there is a number or word associated with each control you are able to interact with on the screen. You can activate the control using the "mouse emulator" to steer a mouse cursor around the screen and pressing **<SPACE>** to "click" on buttons or by typing the letter that corresponds with the number or the first letter of a word.

TYPING

If you like to type, go ahead. No matter what method you have been using to place words on the command line, you can start typing at any time. The cursor will appear on the command line and you can type in your commands. Press **<ENTER>** to execute a command.

FUNCTION KEYS

You can use function keys to customize the interface as follows:

- <F1> Displays the help screen
- <F2> Returns the menus to the screen if they are not there
- <F3> Removes the menus and creates more room for text
- <F4> Puts you into full-screen text mode
- <F5> Displays a picture in the graphics window
- <F6> Displays the map in the graphics window
- <F7> Puts your inventory in the graphics window
- <F8> Puts a verbal description of your surroundings in the graphics window
- <F9> Status mode

Many of these function keys have command button equivalents. See the information on command buttons on Page 14 for more details.

Save, Restore, And Quit

Once you have begun the game, you can use the **SAVE** command whenever you want to store everything you have done so far. **SAVE** allows you to define a point to which you can return if you are "killed" or if you just want to turn off your computer for awhile.

When you type **SAVE** (or when you select it from the verb menu), you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are, like "**After First Contest**" or "**Solved Book Puzzle**". The description of the saved game can have up to 33 characters in it.

In the course of playing this game, you may create up to 128 simultaneous **SAVE** files. You can delete **SAVE** files by pressing **<ALT><D>** when the highlight bar is over the description of the saved game. If you pick the name of an already existing file when you save, the original file will be erased and the new file of that name will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse. **<ENTER>** or a double-click will save your current game with the new description in a new **SAVE** file.

When you are ready to return to a place you have saved, type **RESTORE** (or select it from the verb menu). As a reminder, a list of your previously saved files will appear in the **RESTORE** window. When the game asks you for a **SAVE** file description, move the highlight bar to the description you want and press **<ENTER>** or type in a new description. If you type in the beginning of a valid description and hit **<ENTER>**, the game will automatically match it and fill in the rest of the characters. Once you have entered a valid description, you will be returned to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the **QUIT** command. However, if you quit without making a **SAVE** file, you will have to start from the beginning of the game the next time you play.

Talking To The Game

You "talk" to *SPELLCASTING 301: SPRING BREAK* by telling the game what you want Ernie to do during each turn. You do this by typing your input on the keyboard, or by clicking the mouse on the menus, the compass rose, or the pictures (See *Introduction to the Game Interface* and *Playing the Game With a Mouse*.)

Your simplest inputs will be directions — moving around from place to place:

>NORTH
>DOWN
>SW

Equally simple are inputs which are just verbs:

>SURF
>DANCE

Let's get a bit more complicated, and add some nouns (or, if you combine them with adjectives, noun phrases).

>TAKE THE COCONUT
>READ SPELL BOOK
>EXAMINE SAND CASTLE
>KISS THE TALL TANNED WOMAN

(**Note** that you can use articles like "the" or "a" if you wish, but most people just omit them to save time.)

Shall we add a dash of prepositions?

>SIT DOWN
>DIVE INTO THE POOL
>THROW OCTOPUS OVERBOARD

Take a deep breath. So far, the noun phrases we have looked at have all been the direct object of the sentence. Now we are going to throw in a second noun phrase, the indirect object!

>GIVE TICKET TO LAUNDRY MAN
>SELL KEG TO BARTENDER
>POUR COOLER ON WALTER
>GIVE FRITZ A HIGH FIVE

Sorry, it is time to introduce some mind-bogglingly complicated concepts. You can include several inputs after a single prompt, as long as you separate them by a period or by the word "then":

- >SIT AT TABLE. ORDER RED WINE
- >OPEN REFRIGERATOR THEN TAKE PITCHER OF SANGRIA

You can also use pronouns:

- >PICK UP SEASHELL. THROW IT IN THE OCEAN
- >EXAMINE LILY. KISS HER. GIVE HER THE TOWEL
- >GREET THE SPRING BREAKERS. FOLLOW THEM

You can use multiple objects with certain verbs (like TAKE and DROP) as long as you separate the noun phrases with a comma or the word "and." You can even use the amazingly useful word "all":

- >TAKE THE STARFISH AND BEACH UMBRELLA
- >DROP HOT FUDGE, ICE CREAM SCOOP, CHERRY
- >TAKE ALL
- >GIVE ALL SEAHORSES TO THE SEA KING

You will probably want to fortify yourself with some good strong scotch before moving on to the next area: talking to characters in the game.

- >ASK WAITER FOR BOURBON
- >BELLHOP, PICK UP THE SUITCASE
- >TELL HERBIE ABOUT THE HAMMER
- >ASK VALERIE ABOUT RUBBER SHEETS
- >ASK THE BLONDE ABOUT HERSELF

Using Magic

Casting magic spells is an essential part of *SPELLCASTING 301: SPRING BREAK*. To cast a spell, you must be holding your spell book.

There are several ways to cast a spell. For example, to cast the BIP spell (produce soft music) you can use any of the following:

>CAST THE BIP SPELL

>CAST BIP

>BIP

A spell like BIP is fine to cast into "thin air". However, most spells need to be cast at something or somebody. So, to cast a FRIMP spell (levitation):

>CAST THE FRIMP SPELL ON THE MARBLE

>CAST FRIMP ON MARBLE

>FRIMP MARBLE

All spells have a "level" associated with them. To start, you are a Level 2 sorcerer and can cast only Level 2 spells. However, as you gain experience, your level will increase, and you will be able to cast more powerful spells.

As you progress through *SPELLCASTING 301: SPRING BREAK*, you will come across various spell boxes, each containing a new magic spell. If you open such a box in the presence of your spell book, the spell will be transferred to the book. You can then cast the spell over and over at your convenience.

However, if you open a spell box when your spell book isn't present, the spell will be cast into thin air. While the spell may seek out something in the room, there is no guarantee that it will be the target you intended, and remember that the spell will then be gone forever.

Helpful Hints

Here are twelve pieces of advice for novices (or even for old pros who are just plain stuck):

1. **Crime pays.** **TAKE** everything that isn't nailed down.
2. **Keep your eyes open.** **EXAMINE** things that you come across; you'll get extra tidbits of info.
3. **Two heads are better than one.** Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.
4. **Jesus saves.** And so do all the apostles, when they're playing a game as dangerous as *SPELLCASTING 301: SPRING BREAK!* **SAVE** early, **SAVE** often.
5. **If at first you don't succeed....** If you get stuck at some point, don't go away mad, just go away! Come back later with a fresh mind.
6. **Draw a map.** Although there's an on-screen map, your hand-drawn map can include other information, such as what things are found where.
7. **We didn't create this manual to support our local printer.** Read all the documentation, especially the sample transcript.
8. **Take it slow.** Read ALL the text and examine all the pictures carefully.
9. **Try weird stuff.** Sometimes trying wacky things will pay off with a clue; at the least, you'll probably uncover some wacky responses!
10. **It never hurts to ask.** Many computer magazines and bulletin boards will run tips and hints for *SPELLCASTING 301: SPRING BREAK...* especially if you ask!
11. **The pawn gambit.** One of the best ways to get gold is to sell things you don't need to the Pawn Shop. In fact, if you manage your assets properly, you can play the entire game without having to trust Lady Luck at the Gambling House.
12. **Nobody's perfect.** Don't be discouraged if you don't win every single event in the competition against GLY. You can lose a few events and still win the game, even though you will not have a perfect score.

If all else fails, you can call our automated 24-hour hint line at **1-900-PRO-KLUE**.

Things To Try At The Start Of The Game

If you are really stuck, try these sixteen inputs right from the start of the game:

- >TAKE SPELL BOOK
- >EXAMINE SPELL BOOK
- >EXAMINE WOMAN
- >GREET WOMAN
- >READ SPELL BOOK
- >CAST BLERK SPELL
- >CAST WOO SPELL
- >GET IN BED
- >TAKE ALL
- >DOWN
- >NORTHEAST
- >EXAMINE CARPET
- >TAKE PAPER
- >READ PAPER
- >READ NEWS
- >NAUGHTY

Note that these are not necessarily the correct first sixteen inputs. Many other inputs are possible during the first sixteen turns.

Game Commands And Their Abbreviations

Many of the game commands below have function key or command button equivalents. These are listed in parentheses after the description of the command. In addition, many game commands have single key equivalents.

AGAIN (G)	Repeats your last command.
BRIEF	Tells the game to give you the normal level of descriptiveness, in which you see a full description of a place only the first time you go there. On subsequent visits to the location, you will not get a description, although you can always get one by saying >LOOK (or by playing with the graphics screen in LOOK mode). (See also VERBOSE).
CAST	Shows you a list of all the characters you've met so far in the game, along with a short description of who they are. Useful for those players with poor memories who abhor taking notes.
CREDITS	Displays a list of everyone who worked on <i>SPELLCASTING 301: SPRING BREAK</i> and what they did.
FULL MODE	Removes the menus, compass rose, and graphics window, leaving you with a full screen of text.
HALF MODE	Removes the menus, but still displays the compass rose and the graphics window. (<F3> key) (HALF button)
INVENTORY (I)	Tells you what Ernie is carrying.
LOOK (L)	Will give you a full description of your current location. This is always a good thing to try if you do not know what else to do.
LOOK MODE	Displays a verbal description of your surroundings in the graphics window. (<F8> key) (LOOK button)
MENU MODE	Restores the menus to the screen if you have removed them previously. (<F2> key) (MENU button)
MUSIC OFF	Turns off the music. (To turn off the sound effects, use SOUND OFF .)

MUSIC ON	Turns the music back on.
NAUGHTY	Puts you in Naughty Mode, with gutter language, lewd encounters, and all sorts of other fun stuff.
NICE	Puts you back in Nice Mode, which is the mode the game starts in. Nice Mode is kind of like TV - no four letter words, no sexual acts, no elimination of bodily wastes, but still plenty of gratuitous violence.
NOTIFY	Normally, the game will tell you when your score changes. If you do not want to be bothered, NOTIFY will turn off this feature. And, if you change your mind, NOTIFY will turn it back on.
OOPS (O)	If you mistype a word, use OOPS instead of retyping the entire input. For example, if you type >TAKE BOK , and the game responds, "I do not know the word ' BOK ,'" you would simply type OOPS BOOK . Naturally, you menu users will never need to use OOPS .
PICFIRST	Displays room pictures before room descriptions.
PICTURE MODE	Restores the picture to the graphics window. (<F5> key) (PICTURE button)
QUIT (Q)	Tells the game "Hey, I'm outta here!" You might want to SAVE first.
RESTART	Starts the game over. Again, you might want to SAVE first.
RESTORE	Brings you back to any point in the game where you have previously saved.
SAVE	Creates a file which the RESTORE command can use to return you to this point in the story. You should SAVE now and then, and especially before trying dangerous things like >ATTACK SCORPION WITH BARE HANDS .

SCRIPT	Sends all the text output of the game into the specified file, which you can then read, print, edit, delete, etc.
SOUND OFF	Turns off the sound effects. (To turn off the music, however, type MUSIC OFF .)
SOUND ON	Turns the sound effects back on.
STATUS	Gives you a brief report of your score, the number of turns you have taken, and rank as a sorcerer.
STATUS MODE	Displays your status in the graphics window. (<F9> key)
TEXTFIRST	Displays room descriptions before room pictures.
UNDO	Probably the single most useful thing ever conceived of in all of recorded human history. UNDO simply takes you back one turn, undoing the effects of your last move.
UNSCRIPT	Stops sending the text output to a file.
VERBOSE	Puts you in the level of maximum location descriptions; you will get a full description of your location every single time you enter it. (See also BRIEF).
VERSION	Gives you the release number of your copy of <i>SPELLCASTING 301: SPRING BREAK</i> , as well as some legal stuff.
VOLUME #	If you have a sound card or sound module, the VOLUME command, followed by a number from 1-10, allows you to control the volume of the game's music. This command has no effect on the volume level of the RealSound sound effects.
WAIT (Z)	Your character will just stand around while time passes in the story. You can also enter commands like WAIT 45 MINUTES or WAIT 3 HOURS .

ABBREVIATIONS

A-You would think this would be the abbreviation for **AGAIN**, wouldn't you. Well, you would be wrong. If that were the case, then a simple input like **>GIVE A DOG A BONE** would turn into the nightmarish **GIVE (AGAIN) DOG (AGAIN) BONE**. Consequently, we treat "a" as an article rather than an abbreviation, and shorten **AGAIN** to "**G**".

D - down
E - east
G - again
I - inventory
L - look
N - north
D - down
E - east
G - again

I - inventory
L - look
N - north
O - oops
Q - quit
S - south
T - time
U - up
W - west

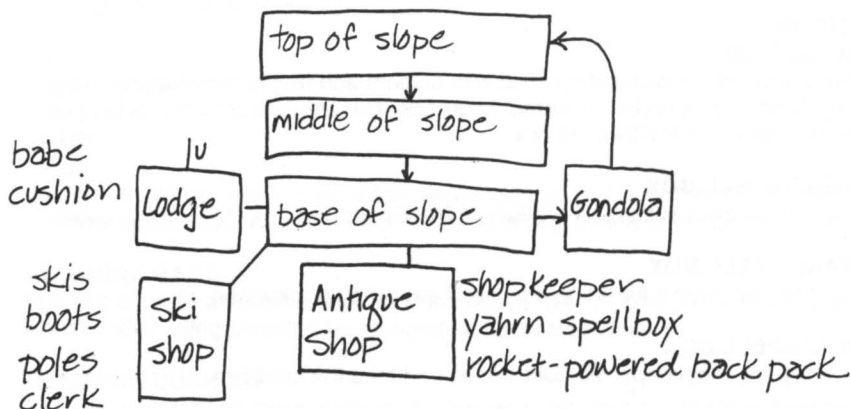
X - examine
Y - yes
Z - wait
NW - northwest
NE - northeast
SE - southeast
SW - southwest

Sample Transcript

The following sample transcript shows a typical interaction with a game just like *SPELLCASTING 301: SPRING BREAK*. It will demonstrate how you "talk" to the game, and it may give you some ideas if you get stuck.

The text below is not taken from *SPELLCASTING 301: SPRING BREAK*; in fact, it's set at Winter Break, not Spring Break. If you want to see some of the things you can actually try in *SPELLCASTING 301: SPRING BREAK*, see the section entitled *Things To Try at the Start of the Game*.

The map below shows the geography we made up for this section. You might want to make a map like it as you play *SPELLCASTING 301: SPRING BREAK*.



>LOOK

Base of Slope

You are at the base of a frighteningly steep, snow-covered mountain. A wooden ski jump is visible up the slope. To the east, you can board a continuous stream of gondolas that take skiers to the top of the mountain. Buildings lie to the south, southwest, and west.

>INVENTORY

You have 97 pieces of gold. You are carrying a spell book and a flier.

>READ SPELL BOOK

Your Level 1 spells:

BIP (produce soft music)

Your Level 2 spells:

GLEEP (deceleration)

>READ FLIER

Outside, the flier is addressed to Butch Singlemaltscotch, your frat's Winter Breakmaster. Inside, the flier reads "Splatter Mountain Ski Resort announces its BIGGEST EVER Annual Ski Jump Contest! Spend Winter Break at Splatter Mountain and win your fraternity a year's supply of Budloser Beer!" At the bottom of the flier is scrawled, "Stanley, we're counting on you to win us that beer! — Butch."

>SOUTH

Antique Shop

This is a small, crowded shop filled with ancient and fragile merchandise. One item stands out: a rocket-powered backpack. The only exit is north. Sitting on the counter is a YAHRN spell box.

>READ SPELL BOX

"YAHRN (spell of knitting) A product of MedSpells, Inc."

>TAKE SPELL BOX

"I can let you have it for 20 gold pieces," says the shopkeeper.

>BUY SPELL BOX

You pay the shopkeeper 20 gold pieces and take the spell box.

>TAKE BACKPACK

"I can let you have it for 125 gold pieces," says the shopkeeper.

>BUY BACKPACK

You have only 77 gold pieces!

>NORTH

Base of Slope

>SOUTHWEST**Ski Shop**

This is a bright, well-equipped shop featuring a full line of skiing equipment and ski slope fashion wear. Fit, tanned Winter Breakers pour in and out through the exit to the northeast. A curvaceous clerk stands by the counter, in front of large sign.

>READ THE SIGN

"Ski Rentals - 20/day"

>RENT SKIS

The shapely clerk helps you select skis, boots, and poles. She collects your 20 gold pieces and reminds you that the equipment is due back by 8:00 pm, or your name will be given to Sheriff Beetlepuke.

>NE

Base of Slope

>EAST**Lodge**

You are in a large, modern ski lodge. Stairs lead up to the rooms, and a wide doorway leads east. A knockout of a babe is sitting by the huge stone fireplace.

>EXAMINE BABE

She has a totally awesome bod, accentuated by her fur-lined bikini. Her leg is in a cast and is being elevated by an ornately decorated cushion.

>EXAMINE CUSHION

It is a beautiful, hand-sewn cushion. It appears to be very old, but is in excellent condition.

>GREET BABE

"Crawl into a hole and zip it behind you, loser."

>TAKE CUSHION

"Get your hands off that cushion, you geek! Can't you see that it's holding up my broken leg?"

>NO

"Then you need even thicker glasses, dweeb."

>INVENTORY

You have 57 pieces of gold. You are carrying a spell book, a flier, a YAHRN spell box, a pair of skis, a pair of ski boots, and a pair of ski poles.

>OPEN YAHRN BOX

A finger of energy leaps from the spell box to the spell book, dazzling your eyes. When your vision returns to normal, you see that the spell box has vanished.

>READ SPELL BOOK

Your Level 1 spells:

BIP (produce soft music)

Your Level 2 spells:

GLEEP (deceleration)

YAHRN (spell of knitting)

>CAST YAHRN ON BABE

The stunning-looking babe leaps to her feet and cries out, "It's a miracle! My bone just suddenly knitted! I can hit the slopes again!" She tears off her cast, gives you a warm hug, and dashes away.

>TAKE CUSHION

You pick up the cushion.

>EAST

Base of Slope

>ENTER ANTIQUE SHOP

Antique Shop

Sitting on the counter is a rocket-powered backpack.

>SELL CUSHION

The shopkeeper examines the cushion and then gives you 70 gold pieces for it.

>BUY BACKPACK

You pay the shopkeeper 125 gold pieces and take the rocket-powered backpack.

>NORTH

Base of Slope

>SAVE

Enter the name of your save: ABOUT TO GET ON GONDOLA
 Saved.

>EAST

Gondola

You are sitting in an open-sided skycar with room for about a dozen people. The cables carry the skycar up the mountainside. You are now halfway up, about twenty feet above the snow-covered slope.

>WAIT

Time passes...

The gondola reaches the top of the mountain. You and the other passengers disembark.

Top of Slope

The view looking outward from the top of the mountain is enough to take your breath away, but the view looking DOWN from the top of the mountain is enough to turn your knees to jelly. A ski instructor stands at the crest of the slope. She is wearing a tight-fitting, brightly-colored outfit, and is holding a clipboard.

>PUT ON BACKPACK

You slip the rocket-powered backpack over your shoulders.

>DOWN

You can't go down the slope with no skis on!

>PUT ON SKIS

You're not wearing ski boots!

>PUT ON SKI BOOTS. PUT ON SKIS. DOWN

You are now wearing the ski boots.

You are now wearing the skis.

The ski instructor stops you. "You can't wear that backpack! It's against contest rules!"

>RESTORE

Enter the name of your save: ABOUT TO GET ON GONDOLA
 Restored.

>EAST**Gondola**

You are sitting in an open-sided skycar with room for about a dozen people. The cables carry the skycar up the mountainside. You are now halfway up, about twenty feet above the snow-covered slope.

>THROW BACKPACK OVERBOARD

The backpack lands in the snow below the gondola.

The gondola reaches the top of the mountain. You and the other passengers disembark.

Top of Slope

The view looking outward from the top of the mountain is enough to take your breath away, but the view looking **DOWN** from the top of the mountain is enough to turn your knees to jelly. A ski instructor stands at the crest of the slope. She is wearing a tight-fitting, brightly-colored outfit, and is holding a clipboard.

>PUT ON BOOTS. PUT ON SKIS. SKI DOWN THE SLOPE

You are now wearing the ski boots.

You are now wearing the skis.

You begin to gather speed as you start down the slope.

>WAIT

Time passes...

You continue to gather speed...

Middle of Slope

You are now halfway down the mountain.

A rocket-powered backback is embedded in the snow.

>TAKE BACKPACK

You whiz past the backpack much too quickly to grab it.

You continue to gather speed...

>UNDO**Middle of Slope**

You are now halfway down the mountain.

A rocket-powered backback is embedded in the snow.

>STOP

You are going much too fast to stop, given your limited skiing skills.
You continue to gather speed...

>UNDO

Middle of Slope

You are now halfway down the mountain.
A rocket-powered backpack is embedded in the snow.

>GLEEP ME

The spell of deceleration drags you to a halt.

>TAKE BACKPACK

You pick up the rocket-powered backpack.

>WEAR IT

You slip the rocket-powered backpack over your shoulders.

>DOWN

You begin to gather speed as you start down the slope.
The wooden ski jump is now within sight.

>TURN ON THE BACKPACK

A gout of flame shoots out of the backpack, sending you surging down the slope at incredible velocity! You zoom onto the curving ski jump and are suddenly in mid-air, sailing high above the ski village! As your speed slows and you begin to descend, a parachute shoots out of the backpack and delivers you gently to the ground.

Base of Slope

As you land, you are mobbed by giggling ski bunnies, who shower you with kisses and invite you to dozens of Winter Break parties. A representative of the Splatter Mountain Ski Resort hands you a certificate for a year's worth of Budloser Beer.

About The Author

Steve Meretzky was born on a small farm in Iowa during the depths of the depression. His family moved to southern California, where he spent much of his childhood skateboarding and lifting weights.

After flying over 70 missions during the Korean War, Steve enrolled in Southern Methodist University, earning letters in both football and track.

Steve now lives in Lubbock, Texas, where he raises llamas and roots for the Los Angeles Dodgers. A staunch conservative, he spent a good portion of 1992 working for Pat Buchanan's presidential campaign.

NOT!

Steve Meretzky has been writing adventure games since 1982. He's not sure what he wants to do when he grows up.

Other games by Steve Meretzky:

Planetfall

Stationfall

Sorcerer

The Hitchhiker's Guide to the Galaxy (in collaboration with Douglas Adams)

Leather Goddesses of Phobos

Leather Goddesses of Phobos 2: Gas Pump Girls Meet the Pulsating

Inconvenience from Planet X

Zork Zero

Spellcasting 101: Sorcerers Get All The Girls

Spellcasting 201: The Sorcerers Appliance

Credits

Gamemaster:	Steve Meretzky
Artmasters:	Tanya Isaacson, Cindy Kovalck, Paul Mock Jim Sullivan, Timothy Knepp, Bob Lynch, Kathleen Bober, Dave Braun, Chris Grandstaff, and Lee Moyer
Tunemasters:	Arfing Dog and Michael Lindner
Adlibmasters:	Glen Dahlgren and Michael Lindner
Codemasters:	Duane Beck, Mark Poesch, and Glen Dahlgren
System Architecturemasters:	Duane Beck and Bob Bates
Graphics Systemmaster:	Mark Poesch
Music Systemmaster:	Michael Lindner
Sound Effectsmaster:	Glen Dahlgren
Productionmaster:	Peggy Oriani
Box Illustrationmaster:	Craig Nelson
Spring Break Consultantmasters:	Fred and Anne Mauriello
Testing Coordinatormasters:	Glen Dahlgren and Barbara DeFilippo
Testmasters:	Barbara DeFilippo, Josh Schrifman, Michael Sonesen, and Ed Storozuk
Bug Systemmaster:	Rosie Freeman
Producermasters:	Michael Verdu, Glen Dahlgren, and Steve Meretzky

Help! Troubleshooting And Technical Assistance

Some common problems and their solutions are described in this section. If your problem is not addressed, please call our toll-free customer support line (**1-800-658-8891**) between 9:00 a.m. and 5:00 p.m. EDT/EST. If you live outside the United States, you may either call us at **703-222-8500** or European Customer Support at **081-877-0880**. Callers within the United States desiring game hints may call **1-900-PRO-KLUE (1-900-776-5583)**, or call **1-800-658-8891** and order a hint book (\$9.95 plus shipping and handling). You might also try dialing into one of the on-line services (with a modem) where you can talk to real live gamers who have probably been stuck at the same place you are.

I've got an MT-32 and I do not hear any music

If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command **S301 MT32**. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.
2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game by typing **S301 MT32 5 300**.

I'm getting a low memory warning

If you get a low memory warning when you start up the game, make sure you have taken all of your TSR (terminate & stay resident) programs out of RAM. You need at least 530,000 bytes of free memory to avoid the low memory warning.

The mouse cursor is eating the graphics!

If moving your mouse cursor over the picture destroys it, then the mouse you are using is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game again by typing **S301 XMOUSE**.

The mouse cursor isn't anywhere to be seen

If the mouse doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing

MOUSE <ENTER> from the MS-DOS prompt. If you get a "*Bad command or file name*" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software. If it still does not work after you have installed the mouse driver, try starting the game by typing **S301 XMOUSE**.

I have a color monitor and I'm seeing pictures in black and white

This game is compatible with most SVGA adapters, but due to a lack of a SVGA standard followed by all manufacturers, there are some that will not work. If you find that the game does not support your card, then reinstall the game and select VGA as the display adapter. You can now play the game in VGA.

Creating a Boot Floppy

If you have a hard drive and are suffering from problems that you cannot explain, then there is one step to take before calling us: Try booting your machine from a clean "system boot floppy" uncluttered with autoloading TSRs, device drivers, and complicated **CONFIG.SYS** files. Then run the game and see if the problems go away. To create a boot floppy, follow these instructions carefully:

1. Find a blank diskette for your **A** drive.
2. Insert the blank diskette in the **A** drive and close the drive door.
3. Type **DIR A:** then hit the **<ENTER>** key.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A: /S** then hit the **<ENTER>** key.
6. Type **N** when DOS asks if you want to format another diskette.
7. Type **DIR A:** then hit the **<ENTER>** key.
8. You should see **COMMAND.COM** listed in the newly formatted disk's directory. If you do not, type **COPY C: \COMMAND.COM A:** then hit the **<ENTER>** key.
9. Type **A:** then hit the **<ENTER>** key.
10. Type **COPY CON CONFIG.SYS** then hit the **<ENTER>** key; the DOS prompt is now gone, but the cursor is still there.
11. Type **FILES=20** then hit the **<ENTER>** key.
12. Type **BUFFERS=20** then hit the **<ENTER>** key.
13. Hold down the **<CTRL>** key and hit the letter **Z** once, then the **<ENTER>** key.

DOS tells you it copied one file and the DOS prompt is back on the screen. Congratulations! You just made your own DOS system configuration file on your own DOS system boot floppy. Now reboot your computer with this diskette still in your **A:** drive. When the boot process is complete you will see this DOS prompt: **A:>**

14. Type **C:** and hit the **<ENTER>** key.
15. Type **CD S301** for *SPELLCASTING 301: SPRING BREAK* and hit the **<ENTER>** key.
16. Type the appropriate command as listed in *Configuration Options*.

If you have any further trouble, please call Customer Support toll-free between 9am and 5pm Eastern time Monday through Friday at 1-800-658-8891.

Legal Stuff

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (Q. What is the difference between a lawyer and a catfish? A: One is a slimy scum-sucking, garbage-eating bottom dweller and one is a fish.)

1. Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance. Wait a minute! You mean that if the program does not have a happy ending, I do not get my money back? ... Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

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14200 Park Meadow Drive
Chantilly, Virginia 22021
703-222-8500
FAX: 703-968-5151